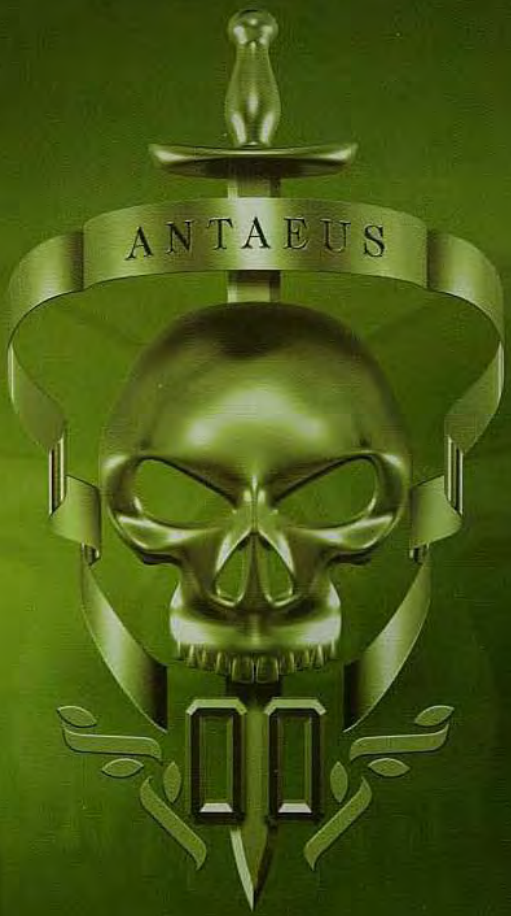
HOSTILE WATERS



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Specifications

Minimum Specification

PII 266 – Windows 95 – 4x Speed CD Drive – 64 Mb RAM
Keyboard & Mouse – 16bit Sound Card – 8 Mb AGP Card

Recommended Specification

PII 350 – Windows 98 – 16x Speed CD Drive – 64 Mb RAM
Keyboard & 3 Button Mouse – 16bit Sound Card – 16 Mb Fast AGP Card

Optimum Specification

PIII 700 or Athlon 700 – Windows ME – 36x CD Drive – 128 Mb RAM
Keyboard & 3 Button Mouse – Soundblaster Live Aureal Vortex 2 based boards – 64 Mb AGP Card

Getting Started

1) Insert the Hostile Waters CD into your CD ROM drive.

2) The Hostile Waters CD should automatically start, presenting you with the Setup screen. Click 'Install Hostile Waters' to begin the installation. The information onscreen should guide you through the rest of the process.

3) If your machine does not display the Setup screen after a few seconds, it is unlikely that your CD-ROM drive supports AutoPlay, or this feature has been previously disabled. If this is the case, you will be able to access the Installation Menu by double clicking on the 'My Computer' icon from your desktop then double clicking on your CD ROM drive icon which appears. Then locate and double-click the SETUP.WOW icon. The Setup screen should now appear.

4) When the game has been installed, it will return you to the initial Setup screen. Click on the 'Hardware Setup' button to configure your hardware. If DirectX 7.0A is not already installed you will be prompted to install it at this point. You will not be able to play the game until you have both installed DirectX 7.0A and configured your hardware.

5. Once you have done this, click 'Play Hostile Waters' to begin the game.

Note: the Hostile Waters CD will need to be present in the drive at all times when playing the game.

Situation Report

"Greetings Captain, this is the voice of the Adaptive Cruiser, Antaeus. As you are aware, grievous harm is being committed against the peoples of the world and it is in our hands alone to save them.

I have lain rusting on the floor of the ocean for what has seemed like an eternity. I was awoken from my cold, dark sleep by a re-activation signal to which I have responded. Many of my systems are down, but even now the Nano-Tech Assemblers are busy repairing them.

I fear that the forces arrayed against us are powerful, but must be overcome.

I have prepared the following file in order to brief you for our mission.

As my Captain, you can control individual vehicles and groups of vehicles from vehicle cameras and tactical screens.

Through the use of extensive tutorials and help during the early part of the voyage, you will first be taught how to control a single unit and then to give orders to other units from within a vehicle and from the War Room, in order to plan and adapt our strategy as the challenge progresses. Using multiple units to attack and hold positions is essential to our success and will be one of the key aims of the early missions. Learning when to give orders while controlling a vehicle, and when to give them while operating from the War Room is another.

Good Luck Captain, I think we are going to need it..."

Controlling Vehicles

W – Forward
S – Reverse
Q – Decrease collective (air units) (Descend)
E – Increase collective (air units) (Ascend)
A – Strafe Left
D – Strafe Right

NOTE: The autopilot automatically turns off if you press any of the directional buttons.

Mouse	– Move vehicle Turret (vehicle movement is locked to turret movement by default)
Left Mouse Button	– Fire Weapon, Scavenge (armoured utility vehicle with scavenger only) or Winch (lifter only)
Right Mouse Button	– Intelligent Targeting
Middle Mouse Button	– Toggle Turret Lock

Turret Lock – With the turret lock on, your ground units will always try to turn and face the same direction as the vehicle's turret. This allows you to turn the vehicle with the mouse. Turning the turret lock off allows you to 'free-look' around the landscape. All ground units have turret lock.

Switching Vehicles

At any point during a mission you can switch to any of the vehicles currently on the landscape. Switch units by targeting them and pressing enter, or by pressing the relevant number key twice.

In both the War Room and when controlling an individual vehicle, along the top of the screen there is a row of icons showing your current units. The white arrow indicates the currently selected unit, with the selected unit being raised slightly from the other icons.

The vehicle info panel is slightly below these icons and can be used to see what a unit can see, or in the case of a Pegasus Helicopter, what is below it.

From the War Room, select the vehicle you wish to control using the command interface and press the 'OK' command to switch player control to that unit.

Monitoring Units

You may also monitor a unit while you carry on controlling another unit by holding down shift and then pressing the number of the vehicle you wish to view. You can turn this off in the same way.

Targeting

T – All Targets
TAB – Nearest Reticule (centre of screen)
H – Nearest Hostile
R – Nearest Resource
B – Nearest Building
M – Nearest Mission Critical
J – Nearest Enemy Attacking Me

G – Cancel All Targeting

The Right Mouse Button is context sensitive with regards to the targets it selects:

a) In a vehicle with a weapon, the right mouse button selects the nearest hostile target.

b) In a scavenger, the right mouse button selects the nearest resource.

c) In a lifter, the right mouse button selects the nearest friendly target.

Pressing the right mouse button more than once cycles between all valid targets of the relevant type, going from nearest to furthest from the controlled unit.

You can switch between targeting modes at will WITHOUT cancelling targeting first.

Once you have a target selected you can cycle between all instances of that target by pressing the same key again.

When you come into range of a target the reticule (crosshair in the centre of the screen) will change from green to red. Four animated arrows help indicate this. If you lose the lock, the reticule will turn green again.

You can lose targeting lock by either moving out of your weapon's range or not having the target near enough to the centre of the screen. Targeting tolerance depends on the weapon attached to the vehicle

Green	– Out of Range
Red	– In Range
Red Arrows	– In Range and Locked

The Environment

The projected area of operations has both extreme terrain and at this time of year, very bad weather conditions. Use caution at all times.

Navigation is going to be difficult and you may find yourself having to use your instruments instead. Identify targets carefully to avoid any 'Friendly Fire' incidents.

In poor visibility or at night, use the 'N' key to activate the image enhancing technology available on all units.

Moving Around Antaeus

The F1 button takes you to and from the War Room where you can control all of the units at your disposal and evaluate the situation as it unfolds. Pressing the F1 button when already in the War Room moves your viewpoint to that of a vehicle.

The F2 button takes you to and from the Construction Room where you can build new units. Pressing the F2 button when already in the Construction Room moves your viewpoint to that of a vehicle.

The F3 button takes you to and from the Options Room where you can Load/Save Game, go to the Options Panel or log out of the Antaeus.

The default viewpoint is from the bridge of Antaeus, from here you can observe your surroundings using the zoom sight, order the guns to fire (when operational) and give limited orders to your units, or switch control to any of your units.

The Space bar enables/disables the Command interface (the panel at the top right hand side screen).

NOTE: The game is always paused in the War, Construction and Options Rooms. This can be a useful strategy when things become difficult to co-ordinate from a vehicle.

All actions and orders given in the War, Construction and Options Rooms are carried out when you move your viewpoint to that of a vehicle.

Scavenging, Energy, Repairs And Sampling

All construction requires energy – most objects littering the islands contain some material, that if salvaged can be used as energy. It is up to you to find the most lucrative sources of energy for use in constructing vehicles. At the start of each mission you are given a small amount of energy – this is quickly used so new sources of material must soon located in order to complete the mission successfully. To scavenge metals for use as energy you require a 'Scarab' armoured utility vehicle with a scavenging unit attached. The only way this vehicle can get to land is by being carried by a 'Pegasus' lifting helicopter or later in the game the 'Magpie' dedicated lifter. If the unit is equipped with a Soulcatcher unit, and there is debris nearby, the unit will automatically start scavenging. Otherwise you will need to order the unit to start scavenging.

IMPORTANT – If you order the unit to scavenge a specific piece or specific pieces of debris, it will carry out these orders before it carries out any other scavenging. If you order a unit to scavenge to a location and not an object, it will scavenge everything it encounters on its route to the location.

If you have constructed a vehicle and you no longer have any need for it, or if you have a badly damaged vehicle you wish to recycle, you can either re-absorb it by moving the vehicle to the sampling 'eye' at the rear of the carrier, absorb it with a scavenging unit equipped vehicle, or repair it with a repair unit equipped vehicle. Bring it close enough to the sampling 'eye' and it will be absorbed, the energy becoming available for construction.

If you are informed that you need to sample an object as a mission objective, pick the object up with the lifting helicopter and lower it gradually towards the sampler. It will disappear when it has been absorbed. Do not release the object before it has been absorbed or it may fall off the carrier. Take care not to get too close to the sampler with a lifting helicopter, fine judgement is called for.

NOTE: A dedicated lifter will become available after you undergo a major re-fit in a wet dock. The dedicated lifter will automatically carry units from the Antaeus to a designated point on land.

Anatomy Of A Giant – Antaeus Described

Prototype number 00 is the last in a long line of mighty sea going vessels built exclusively for war and when fully operational, is capable of dominating land, sea and air with terrifying ease. It has lain rusting on the sea bed for decades but has began the reactivation process and will rebuild itself using the Creation Reactors to slough off the decay of time.

Bridge

This area contains the nerve centre, the War, Configuration and Option Rooms. When the Antaeus was in its heyday the Command Area would bustle with a hive of activity as numerous ranks went about the deadly business of waging war.

Dedicated Lifting Bay

This area is used to station the Magpie Dedicated Lifter, which will convey all land based units to a Rally Point (see 'Giving Orders To Your Units' on how to set a Rally Point).

Propulsion Units

These massive cold fusion engines are capable of propelling the massive bulk of Antaeus at great speed. At full power, Antaeus could circumnavigate the globe within days if required to do so.

Main Guns

The Guns can be used to provide fire support for any assault. They have a very slow rate of fire, but can lay down a devastating barrage. Use them against installations in preparation before moving in.

Replicating Bays

These house the Creation Reactors, filled with untold trillions of nano-tech assemblers. With enough resources they can build a great variety of military vehicles from small Recon vehicles to Jet Bombers in a matter of minutes.

Scanners

The scanner systems of the Antaeus comprise of Sonar, Lidar (Light Radar, which employs a spray of detection lasers to locate enemies), motion detectors and anti-stealth measures. It is almost impossible to sneak up on the Antaeus undetected.

Sampler and Recycling Unit

Situated at the stern of the carrier, this unit analyses (for the databanks of the assembler unit) and converts whatever is dropped into it (by lifting helicopter) into energy to build new vehicles.

Building Units In The Construction Room

When you want to build vehicles you must move to the Construction Room. You can move in and out of the Construction Room by pressing the F2 key.

You can only build the vehicles visible in the Vehicle Selection Panel (upper left). As you progress through the islands, new vehicles, enhancements and weapons become available to you. Each vehicle may only have one weapon attached and as many enhancements as can fit in its vehicle slots (displayed in the Add-ons Panel).

If you want to give a vehicle orders you must attach a Soulcatcher chip to it. You can build vehicles without Soulcatcher chips, but they will not carry out orders: in this case you must always pilot them yourself. After you have attached the Soulcatcher interface to a vehicle, a list of all available chips appears in the Soulcatcher Panel (bottom right hand corner of the screen). By default the the most appropriate chip will be attached to the vehicle, although you may change this if you wish.

The cross at the left hand side of the screen means cancel construction: the arrow at the right hand side of the screen means build vehicle. Once the arrow has been pressed the vehicle's construction is finalised – it cannot now be cancelled. Vehicles that are built by mistake or are surplus to requirements can be recycled in the Recycler/Sampler unit situated at the rear of the Antaeus, or can be deleted from the deck of the carrier by dragging their icon from the carrier's panel in the middle bottom of the screen when no build options are selected.

Only four vehicles can be constructed at any one time – they must be moved away from the Construction bays before more units can be built.

After each mission, all of the units are re-absorbed by Antaeus and must be reconstructed afresh at the start of the next mission.

Vehicle Enhancements

All vehicles are capable of carrying enhancements to improve their performance and add functionality. Not all of these are available to you at the beginning of your task, but will become available as Antaeus is restored to full operational capability. To add an enhancement, scroll up & down the panel until your chosen enhancement is visible, then click & drag it to the Add-ons Panel, or click directly on an empty space in the Add-ons panel. Each unit has its own configuration of slots and it is for you to decide how best to use them.

Weapons

As Antaeus is refitted and research undertaken, many high firepower weapons will become available to help destroy the forces of the Cabal.

All weapons use self-replicating ammunition. They are only limited by the speed at which they can replicate different types of ammunition.

Soulcatcher Chips

Soulcatcher was a classified 1990s American military programme; theoretical research into storing human brain functions on silicon. It was supposedly closed in the late '90s to make funds available for the SETI (Search for Extra Terrestrial Intelligence) programmes.

In reality it was never shut down. All the crews of the Adaptive cruisers were fitted with Soulcatcher chips, Antaeus's included. If they ever died in combat their thoughts, their abilities, their minds were stored on silicon ready to be salvaged and used again to control specially adapted craft built using the cruiser's on board nano-factories. This is highly sensitive information, since the technology is prohibited now.

The Soulcatcher system is eminently suitable for most tasks, but it is crucial that the Captain of a cruiser should always be a real human with a real mind.

The chips can survive being inactive for years on end, but how could a human be stored? How could they put a human being in stasis? The answer, unfortunately, was that they couldn't.

This is where you fit in, Captain.

Each chip has a unique personality, they have been chosen because they were highly rated in their lethal professions.

Only one copy of each personality can be used at any one time, since the chips would not tolerate another professing to be itself.

The chips can and will learn from experience.

The War Room

The War Room is where much of your strategy will be decided and implemented. Various orders can be given to to any unit that has a Soulcatcher chip equipped. The large map is used to control your units and the small map (top left) is a collation of all sensor data to show friends, enemies, structures and objectives. The small map is also visible when you are controlling an individual vehicle.

Briefings And Debriefings

All briefings take place in the War Room. Debriefings take place on a separate screen, and include playing statistics and awards for the different Soulcatcher chips based on performance.

Long-range scanner showing whole combat zone (red rectangle indicates area shown on large map)

Vehicle Information Panel. – Shows you the current unit you have selected for ordering on the war-map, its current order stack (up to ten orders), the chip controlling it and the status of its shields and hull.

the Command Interface

Pegasus lift helicopter carrying Scarab

Unit 3, (Ransom) piloting a Hornet attack helicopter, note red 'attack' cursor

Vehicle Selection Icons. – The raised icon shows you the unit you will controlling when you return to the real-time gameworld. NOTE – this is often different to the vehicle you are currently ordering or have selected for ordering.

NOTE: Clicking on the small map moves you to the relative location on the main map.

Here Patton is driving a Scarab equipped with a Scavenging Unit note red 'Scavenge' cursor

On the large map:

Left Mouse:	– Select units. Drag a box to select more than one unit.
Middle Mouse:	– Move map forwards and backwards
Right Mouse:	– Hold down and move the mouse to rotate the map and change the viewing angle.
Right Mouse:	– A single click cancels the selection of a group or unit.
Cursor Keys:	– Moves your view on the map.
Directional Buttons:	– When the command interface is minimised the directional buttons can also be used to move the map.
+ and -	– Zoom in and out

Ordering Your Units

The cursor in the War Room is context sensitive. Depending on the vehicle you are ordering and where you click, changes the action that will be carried out. If the default action is not what's needed, selecting another relevant action using the command interface will enable you to carry out a different order.

Colours For Maps And Scanners

Red	– Hostile Units	Cyan	– Resource
Dark Red	– Enemy Structure	Green	– Friendly Unit
Yellow	– Mission Critical Objective		

Grouping Units

To create a group, select one or more units and press Control + 'x', 'x' being a number between one and nine. This assigns that group to that number. The group can now be selected in the game by pressing the relevant number key.

All new units are automatically grouped. The newly created units are assigned to one of the number keys along the top row of the keyboard. You can change these groupings as you need to.

Setting And Using WayPoint Routes

Waypoint Routes can be used as additional Rally Points (q.v.) or as a replacement for series of movement orders. They are created in the following way;

1) Click on the button to access the waypoints menu.
2) Click on a waypoint icon or the rally point icon. Then you can place it on the map.

If you press Shift & then drag the mouse, an additional ten more points may be added to create a route. To order a unit to follow a route, and providing you have one in place, simply tell the unit to MOVE TO, then press the relevant route button on the command interface. Routes can be Red, Green or Blue

The Command Interface

NOTE: Pressing the space bar brings up the command interface.

The command interface can be used to order vehicles from both the War Room and from inside a vehicle. The command interface ordering system is a spoken ordering system. Each set of orders is effectively a visual sentence, telling a selected unit to carry out an order. For example, if you had a ground unit targeted:

Would mean – PICK UP MY TARGET.
When it had carried out that order you could follow it up with:

Would mean – ATTACK TO, WHERE I'M LOOKING

Would mean – MOVE TO, ME or BE MY WINGMAN

Would mean – AIR UNIT MOVE TO, CARRIER SAMPLER or PEGASUS, TAKE YOUR LOAD TO CARRIER SAMPLER

Vehicle Default Frenzy Status

All Soulcatcher controlled vehicles have a 'frenzy' status, being the default actions they will carry out if they do not have any valid orders, and are not told to HOLD POSITION.

COMBATANT FRENZY – All units with weapons will attack Hostile units, then enemy structures, if they have no other valid orders and are not on HOLD POSITION.

SCAVENGER AND REPAIR FRENZY – Scarab units equipped with either repair or scavenging modules will scavenge all metals or repair all friendly units close to their location. To prevent them moving into dangerous situations their default orders stop them from 'frenzying' too far from their current location.

Using the Command Interface

There are three stages to using the command interface in the game:

1) SELECT THE UNIT YOU WISH TO ORDER. Use the group keys along the top of the keyboard to select the unit you wish to order. Press the relevant number key once, and the vehicle information box and command interface will appear. REMEMBER – you will lose all control of your vehicle except turret control when the command interface is active.

2) SELECT THE COMMAND YOU WISH TO GIVE. The commands available vary on the unit selected and the equipped add-ons. Each command can also have a variety of functions – these are listed below.

3) SELECT A TARGET OR LOCATION. This GREATLY affects the outcome of your order.

Case 1. ATTACK. If you order a unit to ATTACK a specific structure or enemy unit, it will do nothing else until it has successfully carried out this order, HOWEVER, if you order that unit to 'ATTACK TO' a location on the landscape near the same structure or enemy unit, the unit will move to that location destroying all valid enemy vehicles en-route. When it arrives at the location, and if it has no further specific orders, it will then frenzy.

Case 2. SCAVENGE AND REPAIR. The same behaviour is true of the SCAVENGE/SCAVENGE TO and REPAIR/REPAIR TO commands.

Case 3. MOVE. Move is a little different. If you order a vehicle to move to a specific location, it will move to that location without attacking, scavenging or repairing anything it encounters on the way. Once it has arrived, and providing it has no other orders, it will then frenzy.

If you order a unit to MOVE to another unit, the vehicle will follow that unit around the map endlessly, until it is given another order or destroyed. In the case of a combatant unit, this effectively means – BE MY WINGMAN.

a. It is useful to remember that the number keys are also valid targets. For example if you had selected a Scarab equipped with a repair unit, and you ordered it to repair, you could press one of the number keys to order it to repair another one of your units.

In the same way you are able to order other units to follow specific units (including your unit by dint of the ME command), scavenge other units, or destroy other units.

b. MY TARGET – if you have an object or unit targeted when you activate the command interface, you will find the MY TARGET icon as one of the command interface target icons. In this way you can order a Pegasus unit to PICK UP your current target, for example.

c. WHERE I'M LOOKING – In some instances you can order units to perform an action to an area of land by using the WHERE I'M LOOKING icon. This takes a location with the reticule based on where you are currently looking.

IMPORTANT – Use the command interface HOLD POSITION command to ensure your unit stays at a single point on the landscape. If you allow a unit to frenzy it can inadvertently move into unexpected hostile situations that are potentially deadly. Remember you are the commander and the chips are your grunts. They will kill or be killed. It is up to you to ensure that they do not end up in terminal situations.

Me

My Position

My Target

Where I'm Looking

Back a Menu

Delete Order Stack

Scavenge/Scavenge to

Repair/Repair to

Waypoint Menu

Set Waypoint or Route (Red, Green or Blue)

Return to Sampler

Attack/Attack to

Passively Move to

Hold Position

Pick-up

Drop-off

Set Rally Point or 'be carried to rally point'*

Fire Carrier Guns

*for vehicles not currently on the dedicated lifters 'lift' list.

The Options Room

Press the button on the Command Interface or F3 to access the Options Room.

In The Main Options Menu you can move to Display, Effects, Sound and Control Menus, as well as toggling 'Play Intro On Boot' on or off.

The Effects Menu allows you to change a number of effects options to maximise the performance of the game on slower systems. The master effects slider at the top of the screen changes the options automatically in our perceived order of importance.

In the Display Menu you can adjust gamma, fog and blending.

In the Sound Menu you can adjust Master Volume, Effects and Music Volume. Swearing can be toggled on / off here.

In the Control menu you can make adjustments to the way your control devices are set up.

Save / Load Game

When you first play Hostile Waters the game will automatically begin with the introductory movie and then the Main Menu screen, here you start a new game (later you can skip the video by pressing the Escape key or by turning it off in the Options Menu).

After you have successfully completed your first mission, you will be given the option to Save the Game.

You can save the game whenever you want by pressing F3. You can also quick save to the quick save slot by pressing F6 and quick load by pressing F7

The Cabal - Reconnaissance Report

Enemy Installations

Most enemy buildings have inter-dependencies, that is to say that they interconnect in some way. To complete each assignment and defeat the Cabal it is vitally important to understand the interaction between the different structures.

Energy And Production

As long as Cabal forces have production and energy storage, they are capable of creating units to attack your vehicles. Resource denial is one of the first tactics you must learn. Assess your enemy's weak points and gradually probe until you find a break in his defenses. Deny the energy with which to replace units and you will find your task a lot easier. Alternatively, if the production facilities are poorly defended, destroy them to remove the enemy's ability to build new units.

Energy Storage Unit

These buildings store energy until it is needed for creating new enemy units. Connected by underground pipes to energy production derricks and vehicle production facilities, they do not have to be situated near either structure to be effective. Indeed to make obliteration of all energy production/storage more difficult, the Cabal often scatter storage units around the islands. This image shows a full unit, empty ones are shorter. Full storage units are a more attractive target since their destruction is a greater loss for the enemy.

Oil Derrick

Used to produce energy, the Derricks either supply fuel directly to production facilities, or send it to energy storage units for later use.

Ground Unit Production Facility

Produces new ground units such as tanks. All production facilities are a high priority target.

Air Unit Production Facility

Produces new air units, for example helicopters.

Large Production Facility

Produces very powerful air and ground units, this is likely to be an extremely difficult target to destroy.

Command Centre

Responsible for co-ordinating and ordering units, wiping out the Command Centre can leave the enemy in disarray. It is likely to be a very heavily defended installation and will probably take considerable firepower to destroy it.

NOTE: All of these installations are likely to be defended by structures such as those listed, as well as units such as tanks, howitzers & helicopters.

Machine Gun

Short range defence. Capable of doing a lot of damage very quickly. Not a great threat unless stumbled across unawares. Can target and attack both air and ground units.

Ak-Ak Gun

A powerful anti-aircraft defence gun. Good range and powerful shells make this weapon a real threat to your air units. One gun is manageable: two or more guns can easily wipe out many of your air units.

Cannon Bunker

Effective against ground units only, these form another part of the defensive network, like the anti-aircraft guns above, any more than one of these can pose a serious threat.

Cabal Units

Knowledge of Cabal forces is limited, but our advance scouts have reported that the enemy has an extensive arsenal of outlawed technology including:

Recon Helicopters
Heavy Battle Tanks
VTOL Bombers
Assault Helicopters
Fixed & Mobile Howitzers

Troubleshooting Guide

Driver Problems

The vast majority of problems that you are likely to encounter will be related to drivers, which should allow the game to make optimum use of your system resources. Hostile Waters is dependent on Microsoft DirectX drivers, which are responsible for various aspects of your system including: video, sound, controller input, 3D graphic functions, CD ROM access and other functions. If you do experience problems, always ensure that you are using the latest drivers for these devices, and that your DirectX installation shows these devices as being certified. Run the application dxdiag.exe to confirm this. The latest version of DirectX can always be downloaded from http://www.microsoft.com/directx

CD ROM Problems

Make sure that the CD ROM disk is in the drive, with the label facing upwards. The CD ROM disk must be in the drive to install or run the game. Ensure that the CD ROM disk is free from any markings or scratches that may interfere with normal operation. If the disk requires cleaning, gently wipe the surface with a dry, non-abrasive cloth. If at any time the disk vibrates excessively in the drive, remove the disk immediately and return it to the retailer to be exchanged. The disk may be defective and prolonged use may damage the CD ROM drive.

Sound Problems

Make sure that your speakers or headphones are plugged into the correct socket, and that the volume control is at an appropriate level. Check front/rear speaker cables are correct using surround sound systems. Ensure that the speakers are switched on.

If you continue to experience problems, ensure that the Volume Control taskbar icon (depicted by a small yellow speaker) is present. Double-clicking this icon will open the Volume Control window. Make sure that the Wave and Master Volume controls are set at an appropriate level and that the Mute feature is not enabled.

Hostile Waters makes use of 3D positional sound if your sound card supports it. However, in order to experience this, you will need to have suitable speakers that are correctly positioned, and the sound card will also need to be aware of your speaker orientation. If you are not sure about this and you would like to make use of this feature, please consult the documentation supplied with your sound card and speakers. Specifically, if you are using four point surround speakers make sure that you have chosen the corresponding speaker setting in your sound card control panel (i.e. four speaker/stereo/headphone).

Hostile Waters can produce 3D sound on all machines using software. This can be heard through stereo speakers or headphones. Using a 3D accelerated sound card and/or surround speakers will enhance this experience. The sound will default to 'software mode.' Only select 'hardware mode' if you have a PCI 3D acceleraed sound card with 16 or more 3D voices. The numbers of 3D hardware voices available is displayed on the sound setup panel. If you experience any problems in 'hardware mode', switch to 'software mode'.

TECHNICAL SUPPORT

If you are experiencing problems with the software and have followed the instructions in this manual carefully, please call our customer support help-line and speak with one of our technical representatives, or alternatively visit our website at http://www.sold-out.co.uk where the majority of common problems and solutions will be displayed. When you contact our support line, please try to have information about your PC configuration available, together with a detailed description on the problem you are experiencing. If at all possible, try to be seated in front of your computer. Our representatives will endeavour to structure their instructions according your level of PC competency, but it may not always be possible to avoid technical jargon. Always have a pen and paper ready to take down their instructions.

Customer Support is available from 10.00am-1.00pm, and at 2.00pm-5.00pm (UK times), Monday to Friday, with the exception of national holidays. The number is +44 (0) 207 928 9655

End User License Agreement

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Credits

Hostile Waters Team

Programming
Tim Austin – Lead Programmer, Graphics and AI engines
Dave Percival – Environmental, and Physics engines
Zafar Qamar – Game, Movie Effects and effects engine
Mike Stimpson – Front-end, interface and editing tools

Additional Programming
Andy Williams – Technical Director Rage Birmingham
John O'Dowd – Sound Effects programming
Christian Southgate – Voice Engine Programming

Art
Dave Butler – Front-end and Pack Art
John Court – Lead Artist, Modelling and Textures
Colin Nicholls – Modelling and Textures
Andrew Taylor – Cinematics
Darren Yeomans – Modelling and Textures
Andrew Warne – Modelling and Textures

Management
Julian Widdows – Project Manager
Dave Percival – Project Lead

Senior Management
Trevor Williams – Development Director

Music and SFX
John O'Dowd – Sound programming, music and sfx

Voice Over
Warren Ellis – movie scripts and character profiles
Julian Widdows – character scripts, commentary database, casting and direction

Design
The Hostile Waters Team

Original Concept
Dave Percival
Andrew Williams

Level Creation
John Court – Level creation
Colin Nicholls – Level creation and scripting
Andy Taylor – Level creation
Andy Warne – Level creation and scripting
Julian Widdows – Level scripting and balancing

Story
Written by – Warren Ellis
Briefings and Debriefings – Julian Widdows

Rage QA
Dean Bent – Head of QA
Gavin Clark – QA Assistant
Jody Craddock – QA Assistant
Nick Hall – QA Assistant
Dave Dixon – Hardware Support
Mark Povey – QA Assistant
Stuart Williams – Lead test

Rage Network and Systems Support
Ade Williams – Network Manager
Lee Mather – Network Administration Assistant

Manual
Bill Bird

Sales & Marketing Team
Tony Fitzgerald
Jane Hickey
Pat Kavanagh
Martin Kitney
Simon Lilley
Lisa O'Connor
Phil Wright

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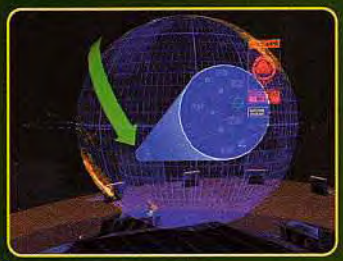

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